FIG. 1 of 18
Docket No. NC30575
Inventors: Komsi et al.
Title: System and Method for Interpreting and
Commanding Entities
Contact: Brian T. Rivers, Esq. (972) 894-4959
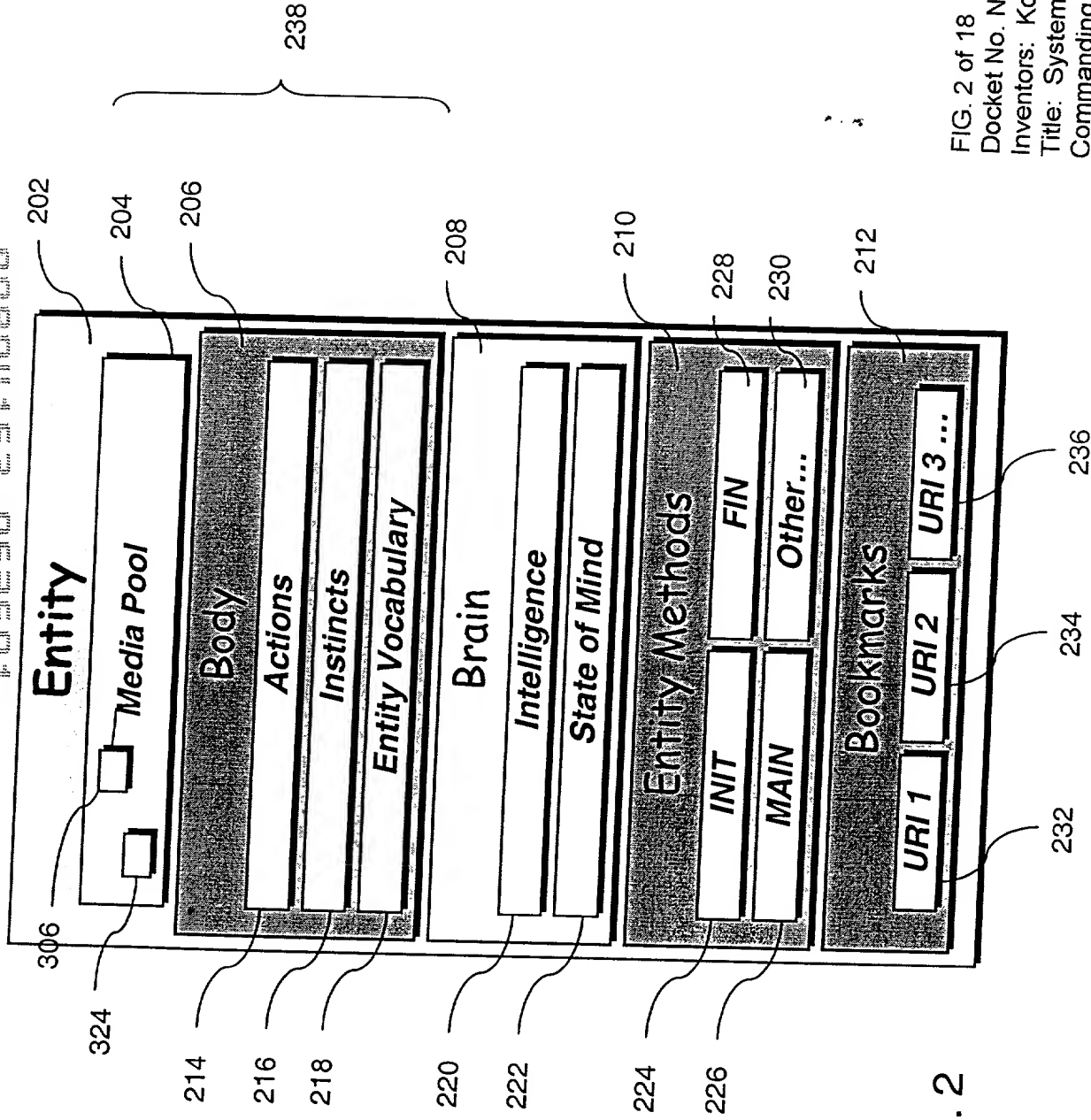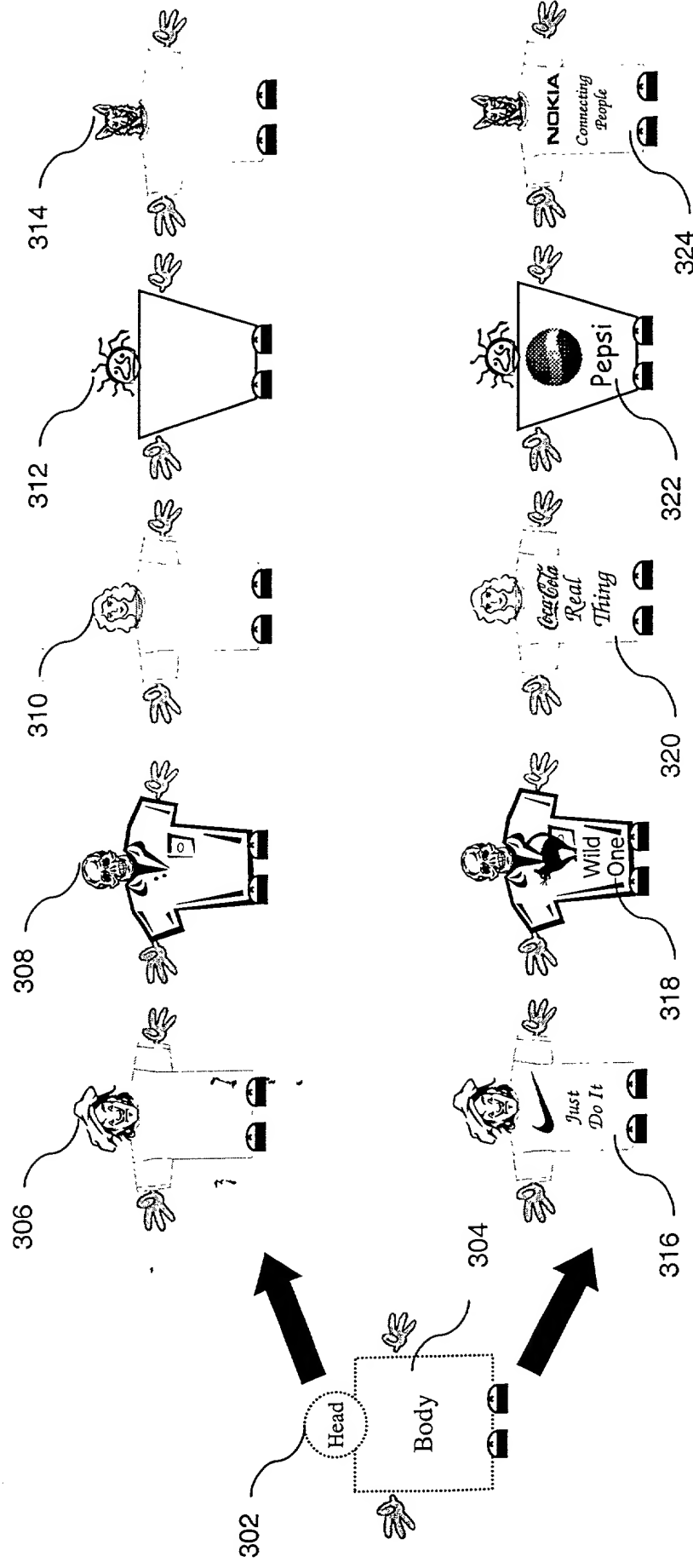Express Mail Label No. EL620282465US

FIG. 1

Entity

238

202
204
206
208
210
228
230
212

Media Pool

Body

Actions
Instincts
Entity Vocabulary

Brain

Intelligence
State of Mind

Entity Methods

INIT
MAIN
FIN
Other...

Bookmarks

URI 1
URI 2
URI 3 ...

306
324
214
216
218
220
222
224
226
232
234
236

FIG. 2

FOREST & THREED

306

308

310

312

314

302

Head

Body

304

316

318

320

322

324

Just Do It

Wild One!

CocaCola Real Thing

Pepsi

NOKIA
Connecting People

FIG. 3 of 18

FIG. 3

"MONSTER" GRAMMAR

400

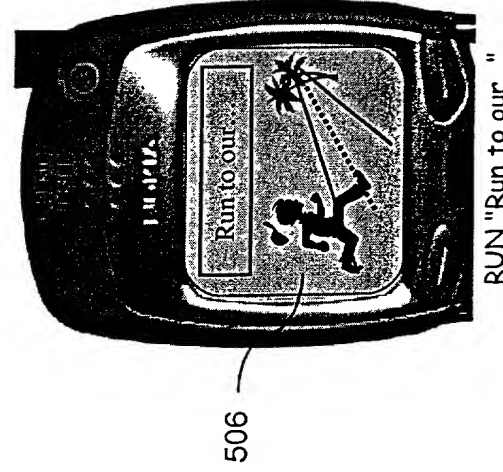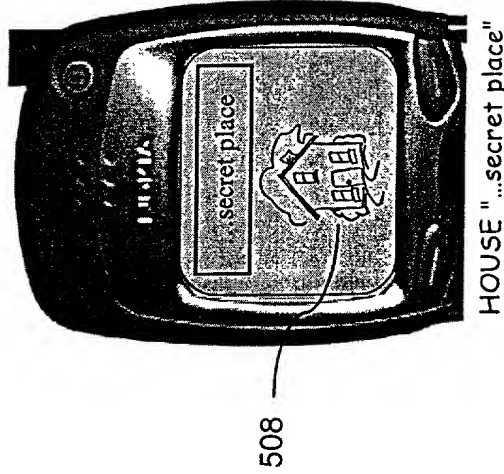| MonsterTalk | = | { [MTCommand] . }* |
MTCommand	=	[Repetition *] [Command [Parameters]]
Repetition	=	Uinteger | **start** | **end**
Uinteger	=	**0 .. MAX_INT**
Command	=	Identifier { Identifier }*
Identifier	=	Alpha { Alpha | Number }*
Alpha	=	**A .. Z | a .. z**
Number	=	**0 .. 9**
Parameters	=	{ String | SignedInt | SignedFloat }*
String	=	"DQChars" | 'SQChars'
DQChars	=	*any char except* "
SQChars	=	*any char except* '
SignedInt	=	[+ | -] UInteger
SignedFloat	=	[+ | -] UFloat
UFloat	=	IntPart . [Decimals] [Exponent]

FIG. 4
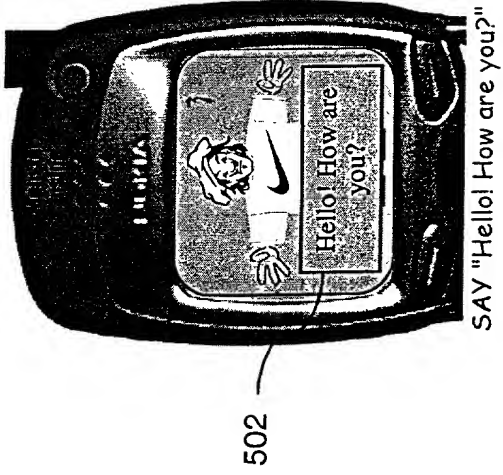
502 — SAY "Hello! How are you?"
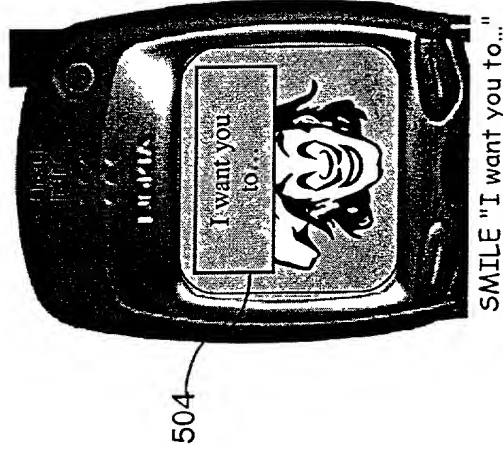
504 — SMILE "I want you to…."

506 — RUN "Run to our…"

508 — HOUSE "…secret place"

510 — SAY "Bye bye"

FIG. 5

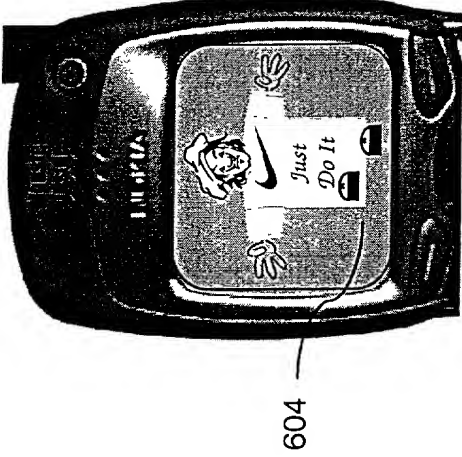WAVE

602

RUN

604

EXPLODE

606

CRAZY

608

FIG. 6

SMILE

702

ANGRY

704

HMMM...

706

SURPRISE

708

FIG. 7

FLOWER

802

FLY

804

SLEEP

806

KISS

808

FIG. 8

FIG. 9

900

Communications Control 902

Entity Storage 914

Entity Editor 912

Sound Control 910

Entity Player 904

Graphics Control 908

Hardware Control 906

Store 924

Get 922

Send 920

Receive 926

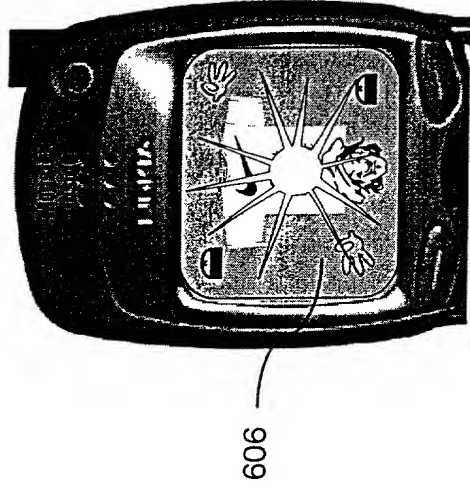HW event 928

930

932

934

936

938

940

942

104

FIG. 10 of 18
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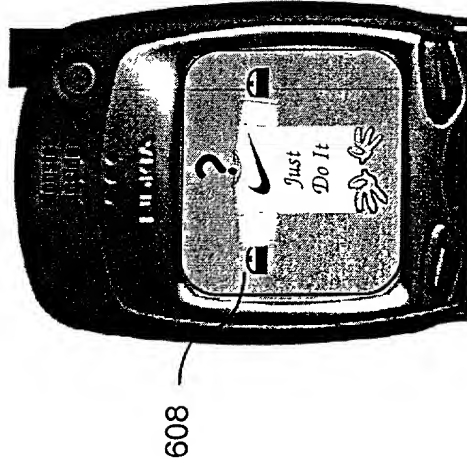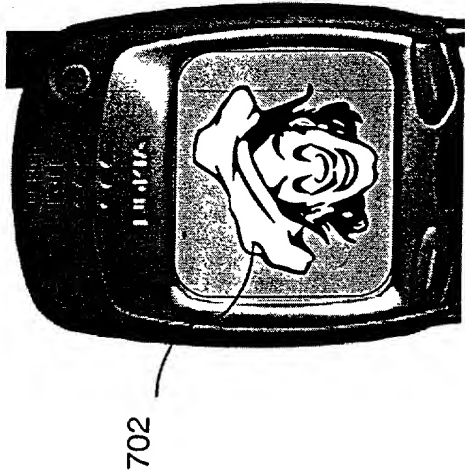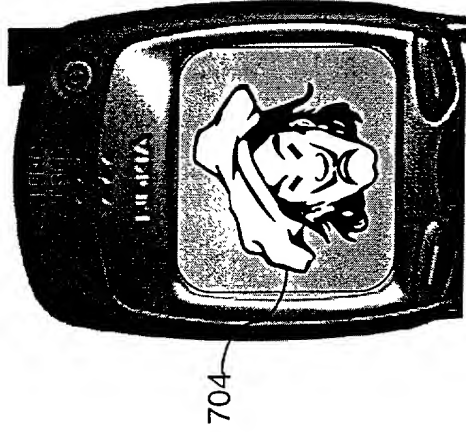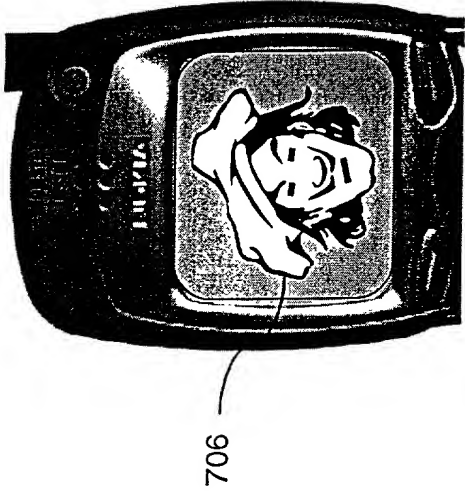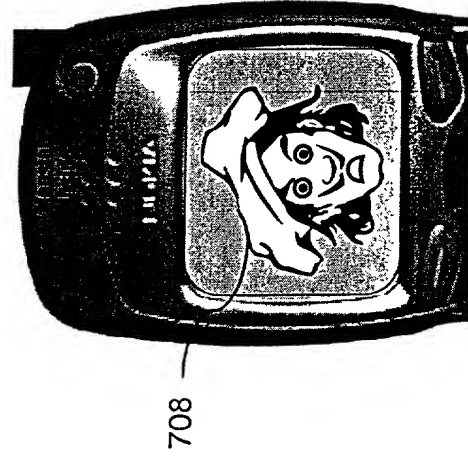Express Mail Label No. EL620282465US

1000

Memory

1006

Get and Store

1012

1004

Communica-
tions HW

1002

Input and output of communication events

1014

Processor(s)

1016

Input and output of HW events

1008

Other HW

1018

User I/O HW

1010

Input and Output of user interaction events

FIG. 10

1100

FIG. 11

```
┌─────────────────┐
│ CONTACT ENTITY  │
│     SERVER      │  1102
└────────┬────────┘
         │
         ▼
┌─────────────────┐
│ RETRIEVE ENTITY │  1104
└────────┬────────┘
         │
         ▼
┌─────────────────┐
│ PREVIEW ENTITY  │  1106
└────────┬────────┘
         │
         ▼
       ╱─────╲
      ╱ SEND  ╲  NO      ┌──────────────┐
     ╱ ENTITY? ╲──────────▶│  DELETE OR   │  1110
     ╲         ╱          │ STORE ENTITY │
      ╲       ╱           └──────────────┘
       ╲─────╱  1108
         │ YES
         ▼
┌─────────────────┐
│ COMMAND ENTITY  │  1112
└────────┬────────┘
         │
         ▼
┌─────────────────┐
│  SEND OR PLAY   │  1114
│     ENTITY      │
└─────────────────┘
```

FIG. 12

1200

1202 SELECT ENTITY DOWNLOAD SOURCE

1204 CREATE NEW ENTITY?

YES

1206 CREATE ENTITY USING CREATION TOOLS

NO

1208 DOWNLOAD ENTITY IN ACCORDANCE WITH DOWNLOAD CRITERIA

1212 COMMAND ENTITY

1214 SEND ENTITY
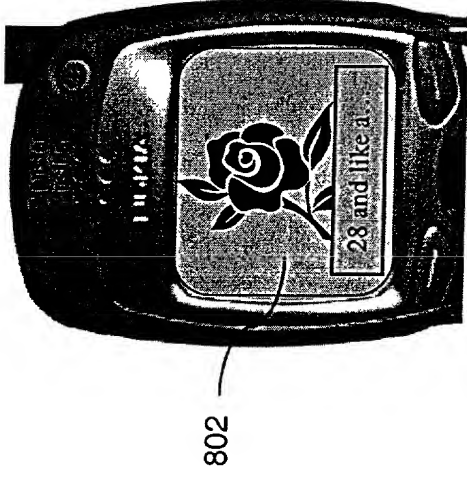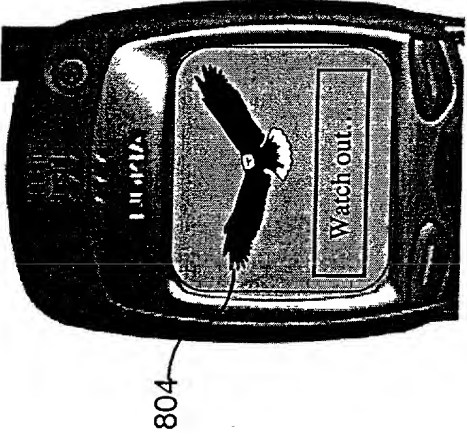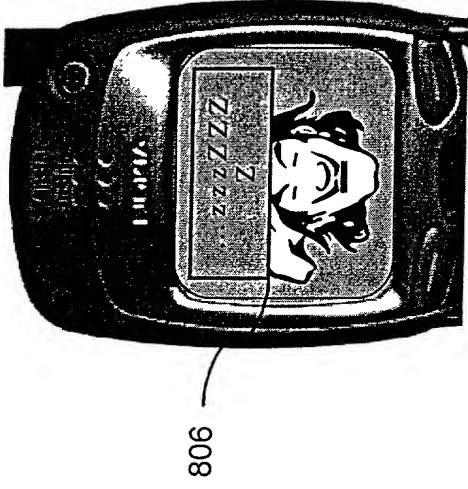
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Contact: Brian T. Rivers, Esq. (972) 894-4959
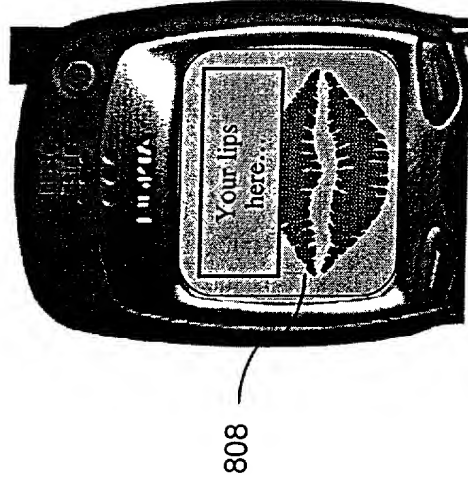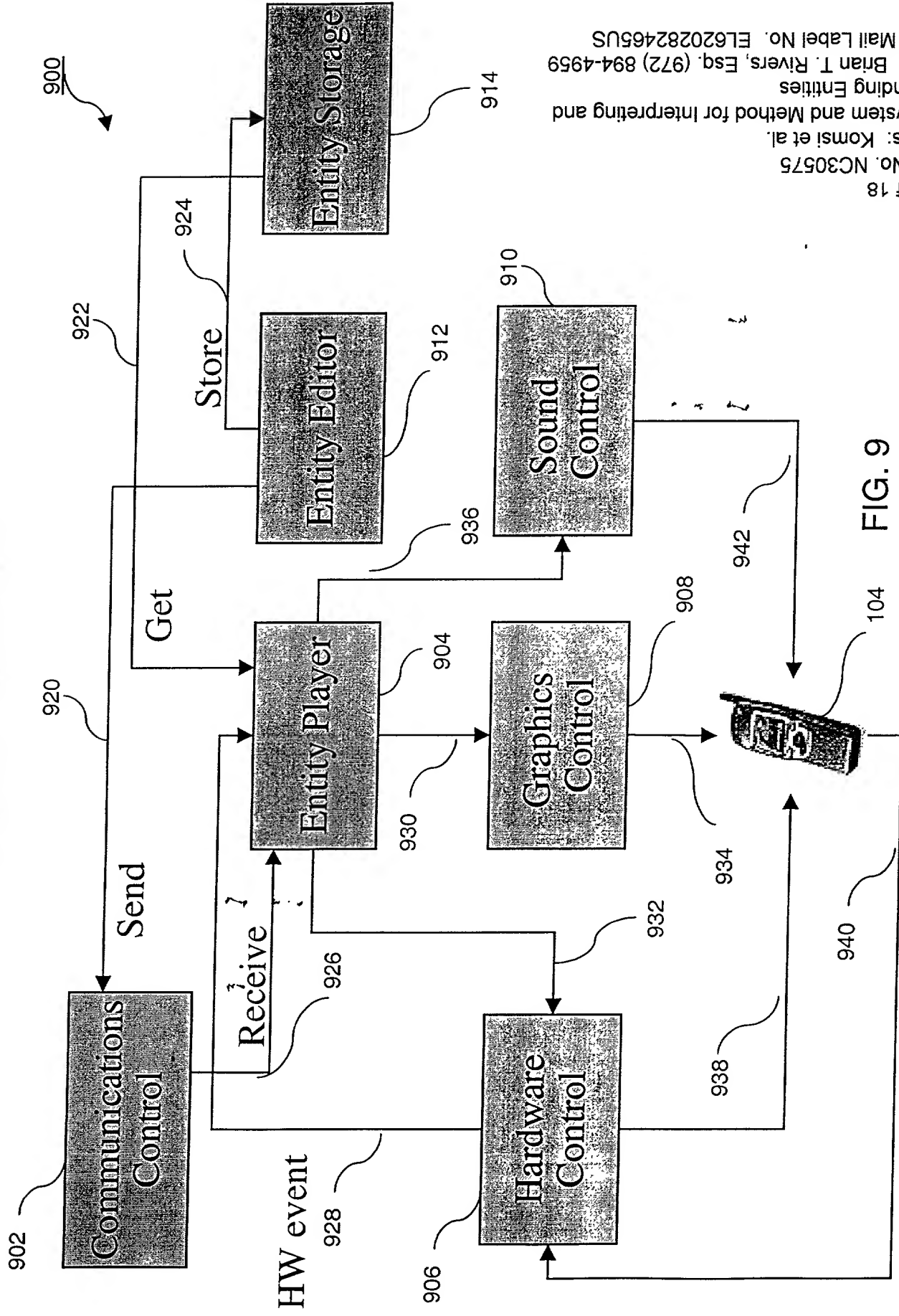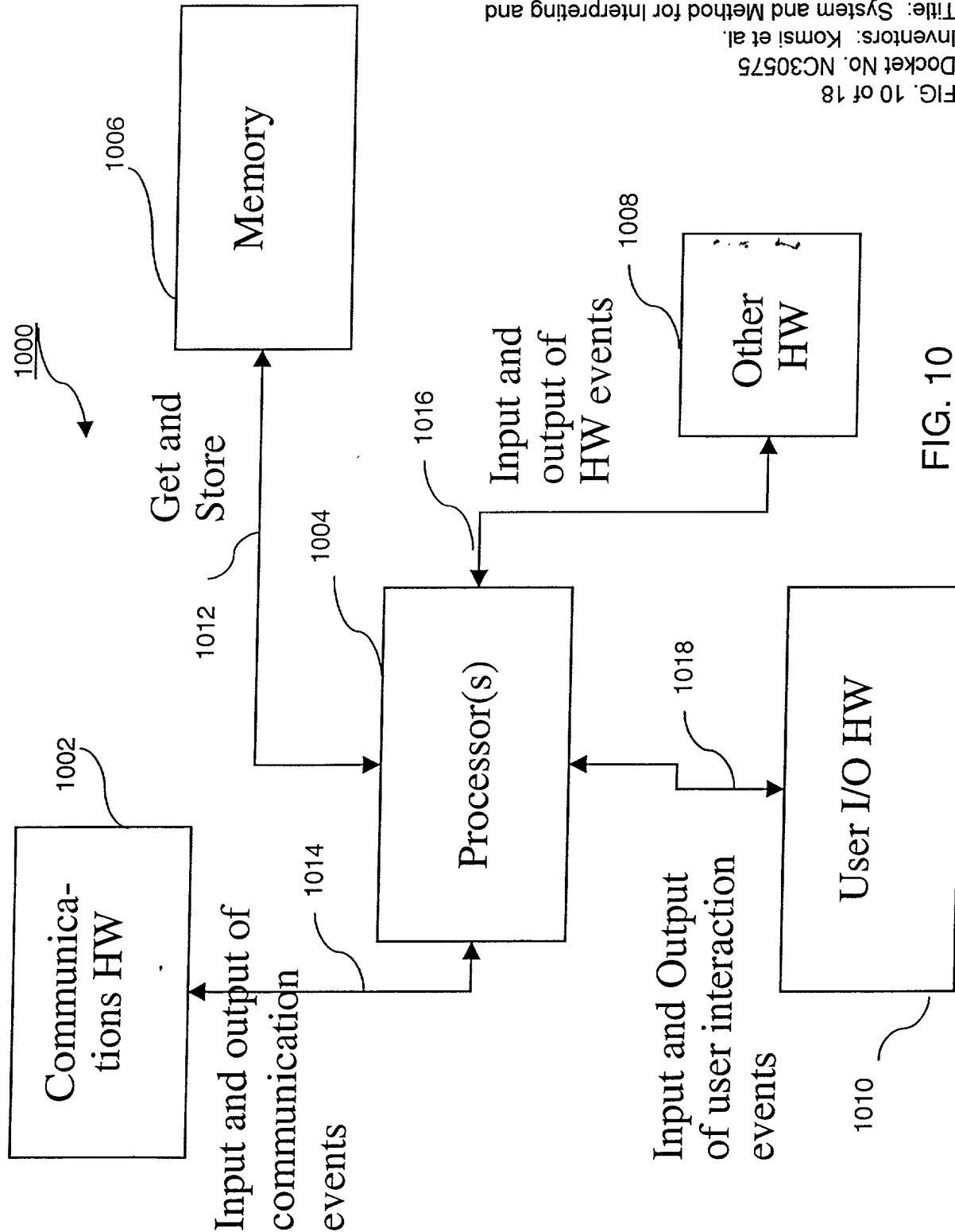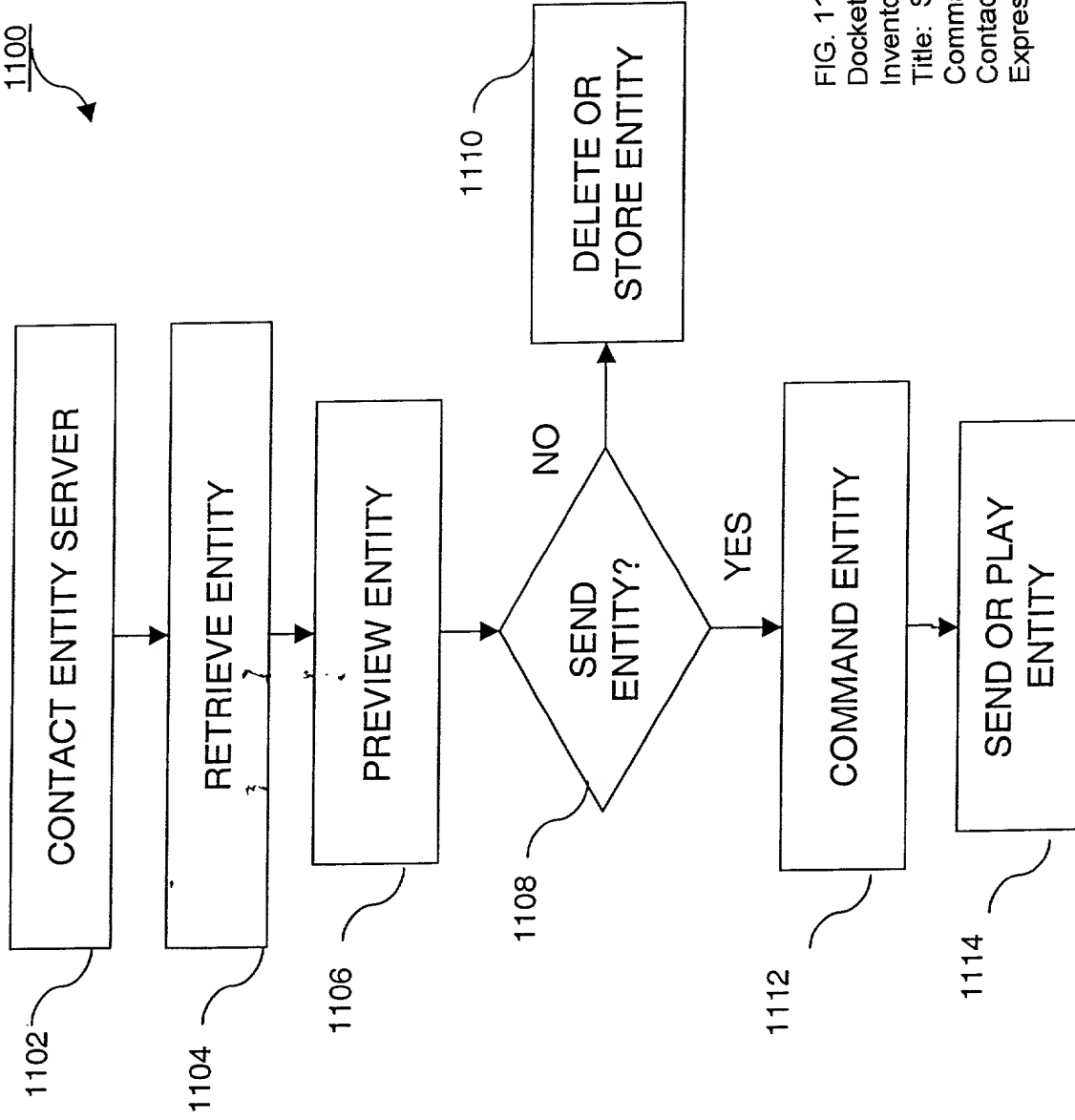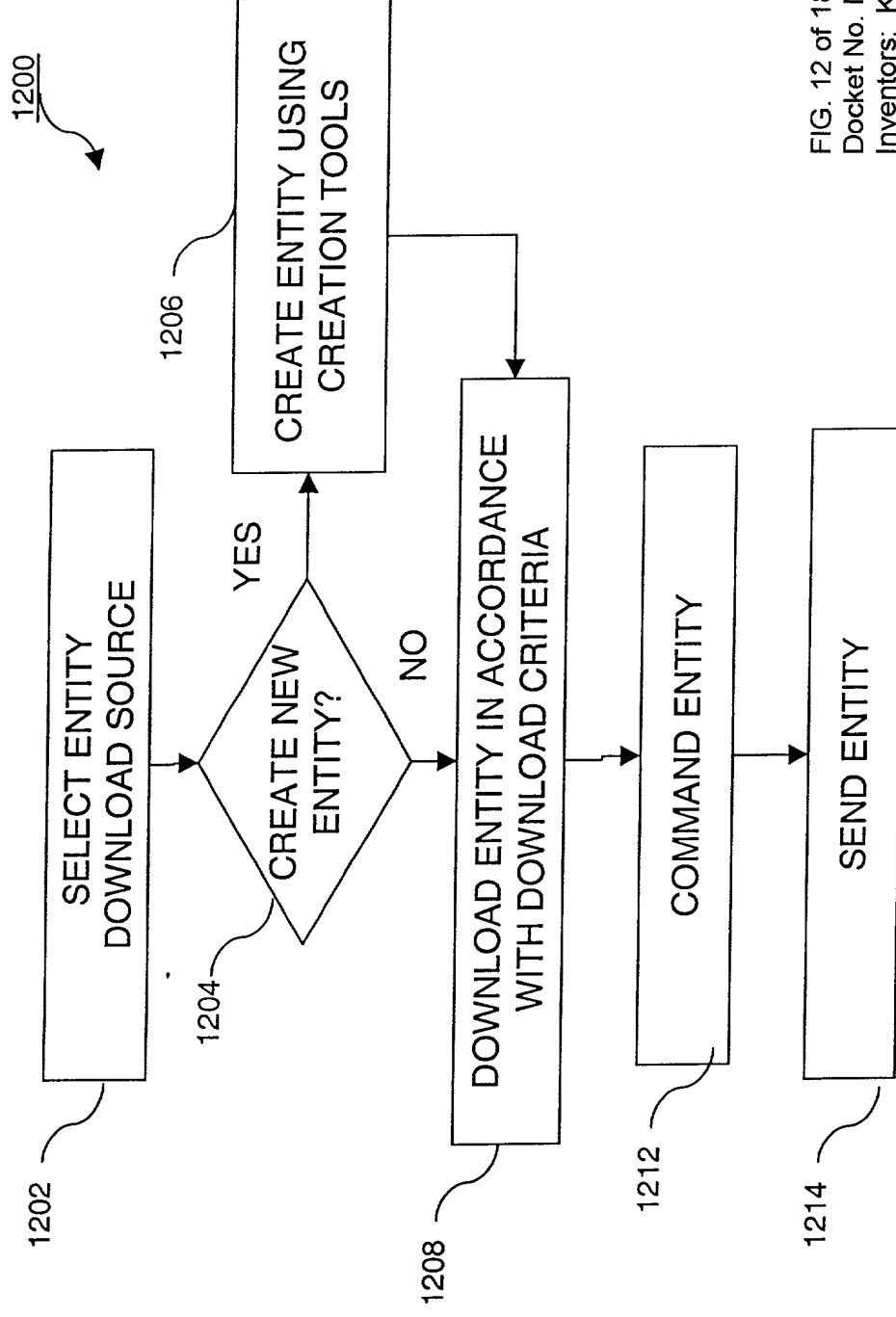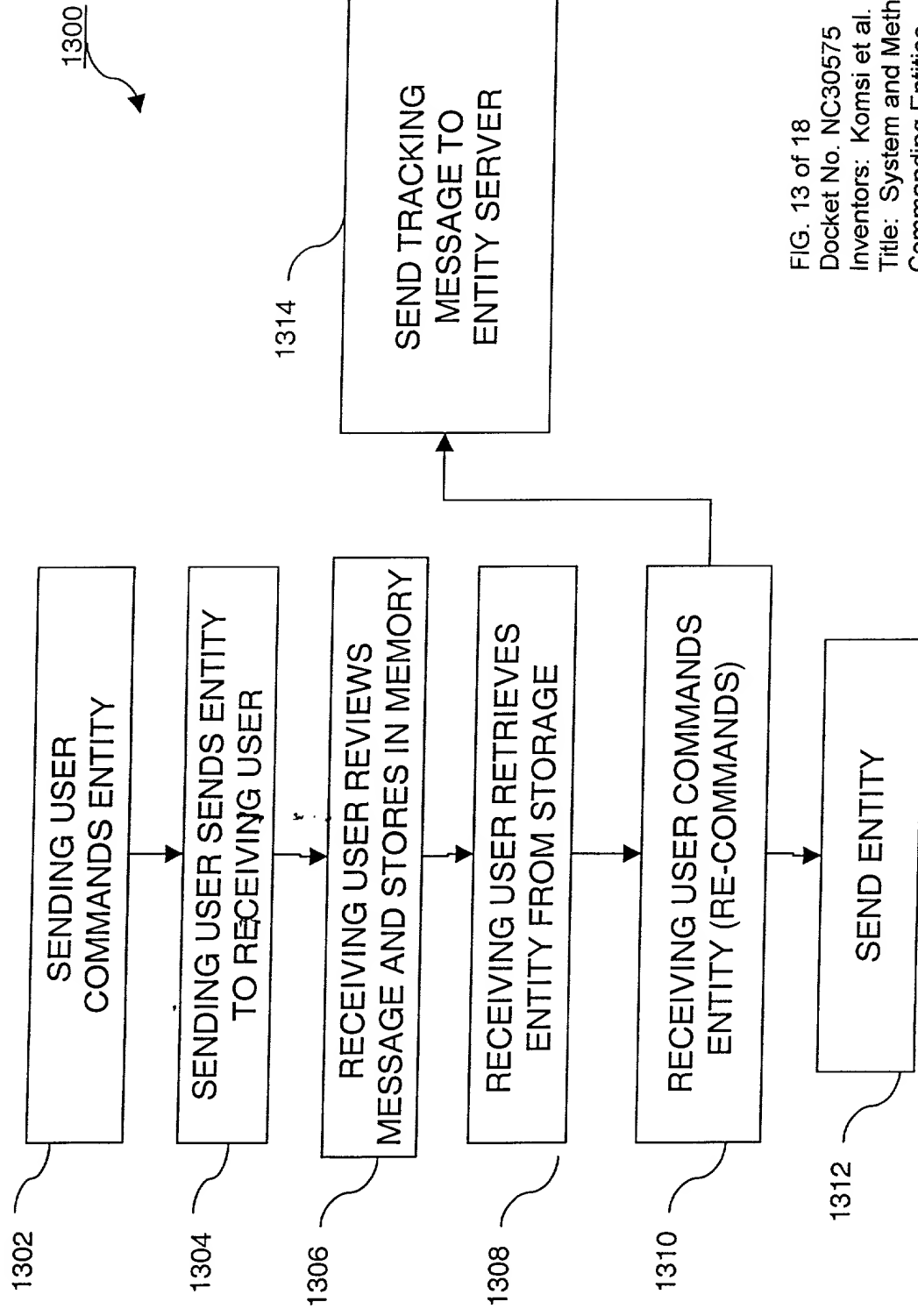Express Mail Label No. EL620282465US

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1300

1302 — SENDING USER COMMANDS ENTITY

1304 — SENDING USER SENDS ENTITY TO RECEIVING USER

1306 — RECEIVING USER REVIEWS MESSAGE AND STORES IN MEMORY

1308 — RECEIVING USER RETRIEVES ENTITY FROM STORAGE

1310 — RECEIVING USER COMMANDS ENTITY (RE-COMMANDS)

1312 — SEND ENTITY

1314 — SEND TRACKING MESSAGE TO ENTITY SERVER

FIG. 13

FIG. 14

1400

1402 — SELECT ENTITY MESSAGING

1404 — SELECT ENTITY EDITOR

1406 — SELECT ENTITY TO USE

1408 — SELECT COMMANDS FROM SET OF COMMANDS AVAILABLE WITH ENTITY

1410 — PERFORM OPTIONAL OPERATIONS (PREVIEW AND/OR EDIT ENTITY)

1412 — SEND ENTITY

FIG. 15

1500

RETRIEVE ENTITY
1502

RUN MESSAGE WHEN?
1504

NOW

LATER

REPLY MECHANISM IN USE?
1506

YES

CREATE REPLY
1514

NO

SAVE OPTION SELECTED?
1508

NO

SAVE ENTITY
1510

YES

END
1512

1600

106

1608

INTERACTIVE
COMMUNICATION
UNIT

1604

1602

1606

102

104

FIG. 16

FIG. 17

106

ENTITY PLAYER

904

1706

1700

1702

202

EMBEDDED ENTITY

1704

102

ENTITY PLAYER

904

1800

```
┌──────────────────────┐
│   DOWNLOAD ENTITY     │  ─── 1802
└──────────┬───────────┘
           ↓
┌──────────────────────┐
│ OPEN ENTITY IN EDITOR │  ─── 1804
│ TO SEE WHAT THE       │
│ ENTITY CAN DO         │
└──────────┬───────────┘
           ↓
┌──────────────────────┐
│ SELECT DESIRED        │  ─── 1806
│ ENTITY COMMANDS       │
└──────────┬───────────┘
           ↓
┌──────────────────────┐
│ CONSTRUCT MESSAGE     │  ─── 1808
│ FROM COMMANDS         │
└──────────┬───────────┘
           ↓
┌──────────────────────┐
│   SEND MESSAGE        │  ─── 1810
└──────────────────────┘
```

FIG. 18